



Contents [[hide](#)]

- [1 EasySMX 2025 Gamepad Controller](#)
- [2 Product Information](#)
- [3 First Time Connection to PC](#)
- [4 Charging Mode](#)
- [5 GAMEPAD MODES](#)
- [6 ADJUST BACKLIGHT of A/B/X/Y](#)
- [7 MACRO REMAPPING \(M-Buttons\)](#)
- [8 How to Bind M-Buttons](#)
- [9 FACTORY RESET](#)
- [10 Button Names & Functions](#)
- [11 Definition Clarity](#)
- [12 HOME Button “Bug”](#)
- [13 Frequently Asked Questions](#)
- [14 Documents / Resources](#)
 - [14.1 References](#)

EasySMX®

EasySMX 2025 Gamepad Controller



Product Information

Specifications

- Brand: EasySMX
- Model: ESM 9124
- Connection: USB Type C, Bluetooth
- Compatibility: PC (Windows 11), Gaming Consoles

First Time Connection to PC

1. Connect the gamepad controller to the PC using a USB type C cable. The device will be playable as soon as it is connected via cable (plug & play) and turned on using the START (+) button.

Skipping this stage will potentially result in the correct drivers not being installed, even if you intend to use the device via Bluetooth connection.

2. Bluetooth Pairing Mode

To activate controller's pairing mode:

- When the controller is off:
- Press and hold "B" + HOME button  (house icon).
- The topmost blue indicator light will start flashing.
- Once a pairing connection has been established successfully, the indicator light's flashing will stop and the top indicator light will stay on (steady light).

However, to connect the controller to a PC via Bluetooth (with or without the 2.4G Dongle), you must perform extra steps to register the device properly:

- **Pairing With Windows 11 PC**

Tested on Lenovo and Asus laptops during 2023-2025

To open Bluetooth Settings:

- Press Win + A key (on the keyboard).

- Select the arrow  beside the Bluetooth icon .
- Select “More Bluetooth settings”.
- Enter “View more devices”.
- A new window will open, called “Devices”.

3. **Make sure the PC’s Bluetooth is on** , and that the gamepad controller is off (no indication lights or button backlights should be on).

If the controller is on during device removal or just before Bluetooth pairing, it will interfere with the “Add device” feature later.

If it refuses to turn off, and there is no designated power button: try turning off the PC’s Bluetooth until the controller turns off automatically. Or, take the gamepad to a farther room to lose connectivity, which will result in it turning off automatically.

4. **In the “Devices” window, search for a device called “Gamepad”.**

Select the device name, then select “Remove”.

If this stage is skipped, the controller will be registered as a cable-connected device only, and the PC won’t recognise it as a Bluetooth device.

Also, take into account that skipping stage 1 will potentially result in the correct drivers not being installed.

5. **In the “Devices” window, select the blue button “Add device”.**

Make sure the controller is turned off, and then select “Bluetooth” (the first option).

6. **To activate controller pairing mode:**

Press and hold “B” + HOME button  (house icon).

The topmost blue indicator light will start flashing.

7. **The “Gamepad input” option should pop up on the list of available devices:**



If your controller doesn’t appear, repeat the previous steps carefully.

8. **Select the device name to pair it, then select “Done”.**

Once a pairing connection has been established successfully, the indicator lights flashing will stop and the top indicator light will stay on (steady light).

The device should now appear permanently on the Bluetooth Devices list in your PC's Settings. The controller should now connect automatically every time you turn it on, as long as the PC's Bluetooth and the controller are both turned on.

Common errors: the controller won't show up on "available devices", if steps 1- 4 were skipped, or if connected via USB cable.

Charging Mode

- To enter charging mode:
 - Connect the controller via USB type C cable to a power source.
 - For instance: a suited charger head, a PC, a designated USB socket, etc.
 - All 4 blue indicator lights will turn on and flash slowly while charging.
 - When the controller's battery falls below 20%, an indicator light will flash.

GAMEPAD MODES

Available gamepad modes: D-Input (old PC games) or X-Input (modern Xbox standard).

- To switch between D-Input & X-Input gamepad modes:
Turn the controller on, using the START (+) button
Then long-press TURBO (Screenshot) button.
(If using a 3rd party program for managing your controller, it should immediately show up on it.)

ADJUST BACKLIGHT of A/B/X/Y

The A/B/X/Y buttons are lit by a backlight with 5 brightness levels (0-4, 0 = Off). Here's how to adjust the backlight brightness:

- Turn the controller on, using the START (+) button.
- Press and hold both Shoulder (Bumper) buttons on the top of the controller (LB & RB, or R1 & L1) + Right Joystick (R3 = RS click), and then use the D-Pad (Directional Pad) buttons to adjust the lighting of choice:
 - D-Pad ↑Up – will increase the brightness,

- D-Pad ↓Down – will decrease the brightness.
- To toggle the backlight feature On/Off:
Hold down both Shoulder buttons (LB & RB, or R1 & L1) for 6 seconds.

TURBO

The Turbo function enables any button of choice to be activated repeatedly, as long as the press remains held down.

- Gamepad buttons which can be set to Turbo:
 - The Face Buttons: A/B/X/Y
 - Both Shoulder (Bumper) buttons: RB & LB, or R1 & L1
 - Both Trigger buttons: ZR & ZL, or R2 & L2
- But not (!)
 - The D-Pad buttons: ↑→↓←
 - Both Joysticks RS & LS and their clickable buttons: R3 & L3

To assign the Turbo function to any controller button

- Turn the controller on.
- Press and hold any button of choice, and then press the Turbo (Screenshot) button



to bind them together.

The topmost blue indicator light will flash shortly to indicate the function is active.

- Result: every time the button of choice is long-pressed, the same indicator light will flash repeatedly, indicating the action assigned to that button will be repeated as long as the button is held down. Once the press is released, the indicator light will stop flashing.
- To deactivate the Turbo function:
Repeat the exact same button presses that were used to set it.

TURBO ↔ SCREENSHOT MODE SWITCH

To switch between Turbo and Screenshot Mode:

Press the Right Joystick and the TURBO (Screenshot) button together.



VIBRATION

There are 5 levels (1-5) of vibration intensity (0, 25%, 50%, 75%, 100%). To adjust the vibration intensity:

- Hold the TURBO (Screenshot) button  , And adjust using the ↑Up and ↓Down D-Pad buttons.
- The controller will vibrate to indicate the current vibration intensity.

MACRO REMAPPING (M-Buttons)

The Macro buttons are remappable buttons, on the back of the device – M1, M2, M3 & M4.

By default, the M-Buttons are mapped as: M1=B, M2=A, M3=Y, M4=X.

The M1 button is bound to the B button, etc.

[Or in Nintendo Layout: M1=Y, M2=X, M3=B, M4=A.] The M-Buttons can be bound to other physical controller buttons or button press sequences. The sequences are recorded serially (chronologically), or even with specific timings in between button presses.

- **3rd party controller programs consideration:**

The M-Buttons cannot be bound to actions from an external program, since the macro works only to bind physical buttons on the controller itself.

For example: it would not be possible to remap the M1 button to activate the numerical 8 key on the PC keyboard.

To restore the factory setting: (if needed)

Long-press M1 together with M2 (or M3 with M4), until a vibration confirms the reset was successful.

How to Bind M-Buttons

In order to bind one of the four M-Buttons on the back of the controller to other controller buttons, there are 2 modes:

1St Mode – Binding A Serial Sequence

The 1st Mode is serial macro sequence recorder. It allows you to bind the activation of a sequence of buttons upon pressing the M-button of choice. It will record the serial order in which the buttons were pressed.

For example: you may remap the M1 button to trigger X + Y + Left Shoulder, chronologically.

1. To enter button binding mode:

Press the BACK button (–) and the M-button of choice.

All four indicator lights will turn on, confirming you are in entry mode.

2. Press and hold the other button/s you wish to bind with it.

You may choose one button, or a combination of buttons.

3. Press the M-button of choice again, to set the combination you have entered.

2nd Mode – Bind A Time Sensitive Sequence

The 2nd Mode is a time sensitive serial recording macro. It too allows you to bind the activation of a sequence of buttons upon pressing the M-button of choice.

Only this time, the remapped macro is also time sensitive, meaning it will record the time duration between button presses of the combination sequence, and not just the serial order in which the buttons were pressed.

For example: you can remap the M2 button to trigger the X button, wait 3 seconds, and then activate the Y button.

4. To enter button binding mode:

Press the START button (+) and the M-button of choice.

All four indicator lights will turn on, confirming you are in entry mode.

5. Then, press and hold the other button/s you wish to bind with it.

You may choose one button, or a combination of buttons.

6. Press the M-button of choice again, to set. This will set the time sensitive sequence you have entered.

FACTORY RESET

- In the centre of the back, you will find a small hole. Inside is a Factory Reset button, which can be reached using a toothpick.
- A successful reset will be followed by a select sound, after which the controller will

shut off automatically.

Button Names & Functions

- A/B/X/Y – “Face Buttons”, top-right colourful pad. Also called “Main Buttons” or “Action Buttons”. Most gamepads have the Xbox layout, but some have the Nintendo layout (like this one), where A/B switch places, and X/Y switch too.

Xbox layout: A is bottom, B is right, X is left, Y is top.

Nintendo layout: B is bottom, A is right, Y is left, X is top.

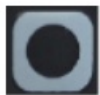
- D-Pad – “Directional Pad”, with ↑Up, →Right, ↓Down, ←Left.

It correlates with the Arrow Keys on the PC keyboard.



- – “HOME” button (house icon) – power ON. (There is no power OFF button)

For more on the HOME button bug in PC, scroll to the end.



- – “TURBO (Screenshot)” button, a long press toggles them.
- (+) “START” button – Select / Enter.
- (–) “BACK” button – ESC (Escape).
- Reset Button – in the centre of the back panel (underneath), between M1 & M2.
- Indicator Lights – the 4 rows of blue lights (2 in each row), in the centre of the gamepad.
- USB type C charging socket – on the top ridge facing forward.
- Shoulder (Bumper) Buttons – top edge, single click buttons:
 - RB (or R1) – Right Bumper Button
 - LB (or L1) – Left Bumper Button
- Trigger Buttons – top edge. They’re pressure sensitive like a camera shutter:
 - ZR (or R2) – Right Trigger Button
 - ZL (or L2) – Left Trigger Button
- Joysticks – for 360° angle movement. They can also be clickable when pressed.
 - RS – Right Stick, and R3 – RS Click
 - LS – Left Stick, and L3 – LS Click
 - M-Buttons – “Macro Pad” on the back panel: Also could be called R4 / L4 etc.
 - M3 – 1st from the right, default: Y (Nintendo: B)
 - M1 – 2nd from the right, default: B (Nintendo: Y)
 - M4 – 1st from the left, default: X (Nintendo: A)

- M2 – 2nd from the left, default: A (Nintendo: X)

Definition Clarity

- Gamepad vs. Controller – there are controllers that are not in the gamepad shape or layout. All gamepads are controllers, not all controllers are gamepads.
- 2.4G Dongle – an additional device to strengthen the wireless Bluetooth signal.

HOME Button “Bug”

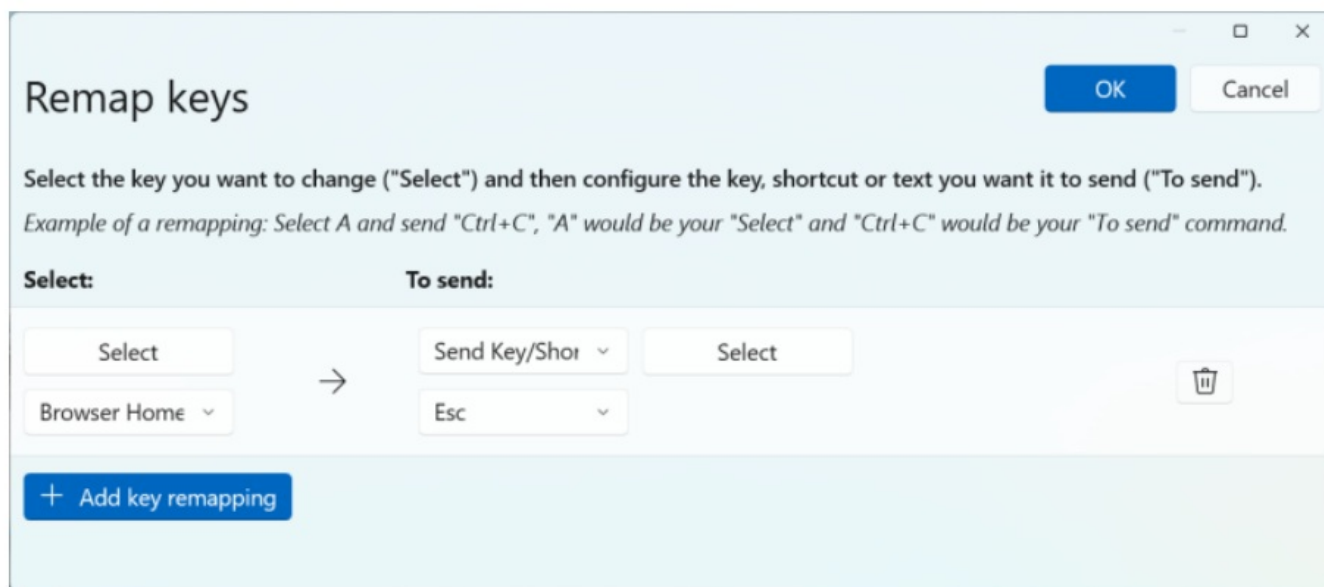


– “HOME” button (house icon) – power ON. (There is no power OFF button)

Bug: a webpage will automatically open upon press. Reason: Windows automatically assigns to it the “Browser Home” (non-existent key).

Solution: – remapping instructions in text and video.

1. Install the Windows Power Toys from the official Microsoft Store App.
2. Open it, and select “Keyboard Manager”, then “Open Settings”.
3. In the new window, toggle “Enable Keyboard Manager” to On.
4. Under “Keys”, Select “Remap a key”. A new window will open, called “Remap keys”.
5. Select “Add key remapping”, then under “Select:” press on the field also called “Select”. A pop-up window will open.
6. Turn on the gamepad, and make sure it is connected to the PC via Bluetooth.
7. On the gamepad, press the HOME button. The pop-up window will show the key selected is “Browser Home”, select “Okay” to close pop-up.
8. Back in the “Remap keys” main window, under “To send”, press the “Select” field. A second pop-up will open.
9. Press a key of your choice to assign to be triggered when HOME is pressed, and it will replace the previous function of the key. For instance, If I want the HOME button on the gamepad to trigger the Escape function, I’ll press the ESC button on the top left corner of my keyboard.
Select “Okay” to close, → “Okay” → “Continue anyway”.
10. Test the result =D



Frequently Asked Questions

What should I do if my controller doesn't show up on available devices during Bluetooth pairing?

Make sure to carefully follow all the steps mentioned in the pairing instructions. If needed, repeat the process from the beginning to ensure successful pairing.

How can I avoid common errors during the connection process?

Ensure that you do not skip any steps, especially when removing the device or switching between cable and Bluetooth connections. Carefully following each step will help prevent common errors.

Documents / Resources

	EasySMX 2025 Gamepad Controller [pdf] User Manual 9124, 2025 Gamepad Controller, 2025, Gamepad Controller, Controller
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References

- [User Manual](#)

2025, 2025 Gamepad Controller, 9124, controller, EasySMX, Gamepad

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